

Abstract

Title:

The comparison of the quantity of gaming activities of players in ice hockey dufield the game in a small space and the entire field at young school age.

Objectives:

The aim was to find out on the basis of frequency of individual gaming activities by examining what is the most efficient variant of the size of the playing area due to the different number of players on the field dufield the ice hockey matches at young school age.

Methods:

The method of indirect observation was used, namely the video analysis. I watched 14 games, which 10 games were played on 1/3 field and 4 games were played on the entire field. All data were acquired dufield the 2014/2015 season in the age group of primary school age, specifically in the 4th grade players. The sample consisted of 42 subjects. The obtained values were put into created tables and then statistically evaluated and compared to find the most effective option.

Results:

Based on the video analysis and statistical evaluation of the data, it was found that minihockey played on 1/3 of the field was more effective in two out of three cases. In terms of frequency of shooting and keeping the puck was the all-over 5 against 5 hockey much more effective, on the other hand the least effective was minihockey 5 to 5 on 1/3 of the field. The passing rate had highest efficiency in minihockey on 1/3 of the field while playing 4 against 4 and vice versa lowest efficiency had minihockey while playing 5 against 5.

Key words:

Ice hockey, minihockey, individual gaming activities, young school age